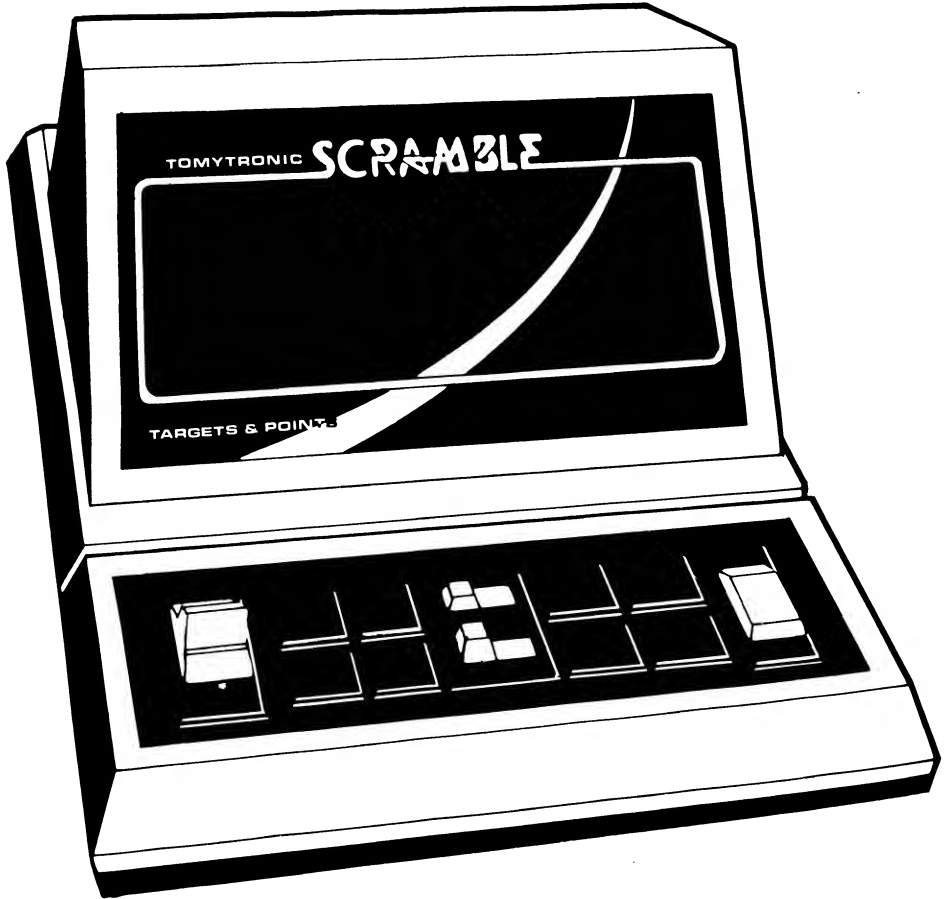


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SCRAMBLE™

INSTRUCTIONS



TOMY®

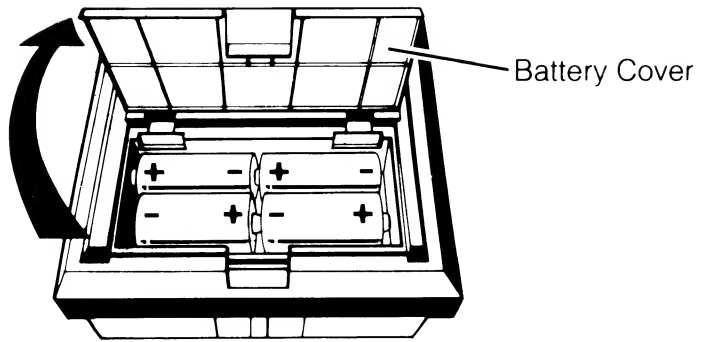


ILLUSTRATION 1

INSERT BATTERIES:

Set the ON/OFF switch to the off position. Turn the game over and lift the battery cover. See Illustration 1. Insert four "C" size Alkaline batteries, not included.

An AC Adapter may also be used. Recommended AC Adapters:

Archer Cat. No. 270-1551 A

Recoton Model No. AD-10UL

AC Adapter Requirements:

Output: 7.5 V DC 200mA

Plug: 2.1mm ID Coaxial Type

Tip (Center) Polarity: Negative

If the required AC Adapter is not available in your area write directly to:
TOMY CORPORATION, 901 E. 233rd Street, P.O. Box 6252, Carson, CA 90749,
ATTN: Consumer Relations.

OBJECT OF THE GAME:

Your mission is to invade the Scramble Star System and destroy the Enemy Space Base which is guarded by a barrier. You must break through the barrier to destroy the Enemy Space Base.

HOW TO PLAY:

Select either AMA-amateur or PRO-professional on the Skill Level Control Switch. See Illustration 2. In the AMA setting the fuel level reduces one block for every 8 frames you pass through. In the PRO setting the play is faster and the fuel level reduces one block for every 7 frames you pass through.

CONTROL CALL OUTS

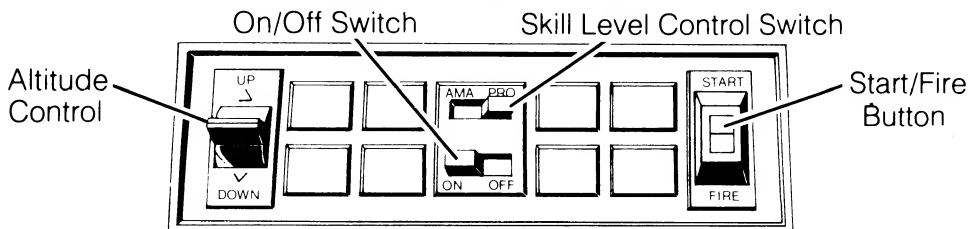


ILLUSTRATION 2

Once the game starts you cannot change the skill level unless you turn the game off, reset the skill level switch and begin again.

Set the On/Off switch to "On" and the screen will show an automatic display of each level. Press the Start/Fire button, a fanfare will sound, your beginning score "0" will appear then your skill level and number of reserve rockets will appear. See Illustration 3.

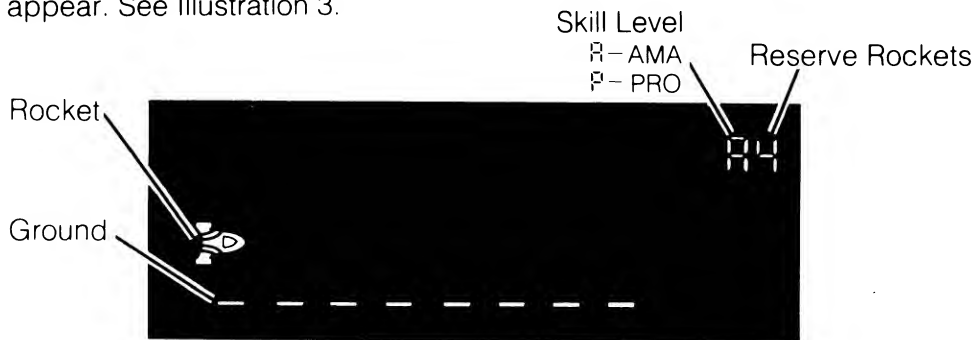


ILLUSTRATION 3

Next barriers, enemy missiles and oil tanks will begin to move across the screen. See Illustration 4. Move your rocket up and down to position your rocket for firing. If you hold the Altitude Control down your rocket will crash. Press the fire button to release both bombs and missiles. If you run low on fuel there will be a warning sound, destroy oil tanks to refuel your rocket. Gain one fuel level for each oil tank in levels 1 through 4 and gain three fuel levels for each oil tank in the fifth level. If you run out of fuel your rocket will crash.

There are five levels to penetrate:

1st-City Level:

Avoid Barriers

Destroy Enemy Missiles

and Flying Enemy Missiles

and Oil Tanks

See Illustration 4

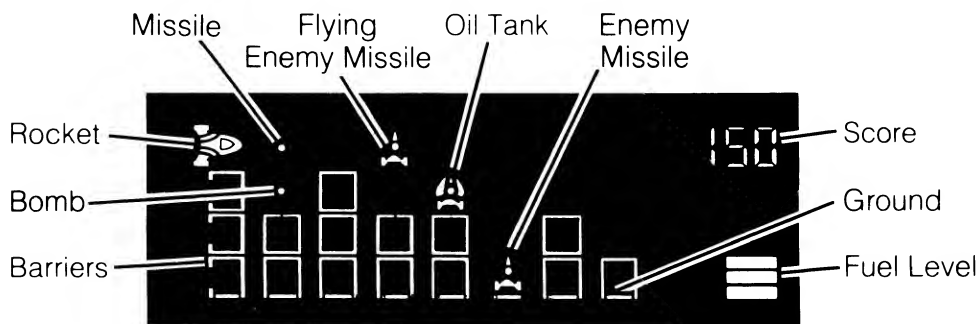


ILLUSTRATION 4

2nd-Meteorite Level:

Avoid Barriers
and Meteorites
Destroy Fuel Tanks
and Enemy Missiles
See Illustration 5

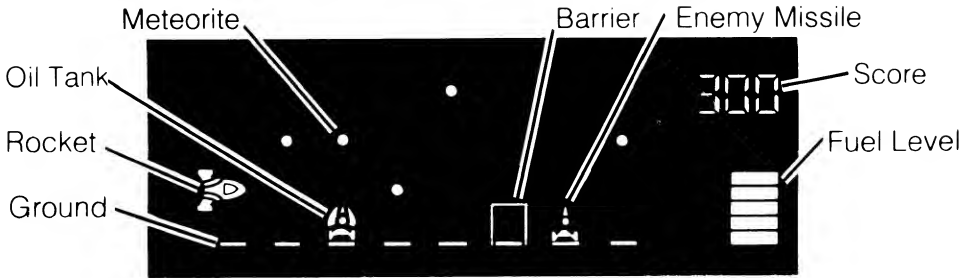


ILLUSTRATION 5

3rd-UFO Level:

Avoid Barriers
Destroy UFO's
and Fuel Tanks
and Enemy Missiles
See Illustration 6

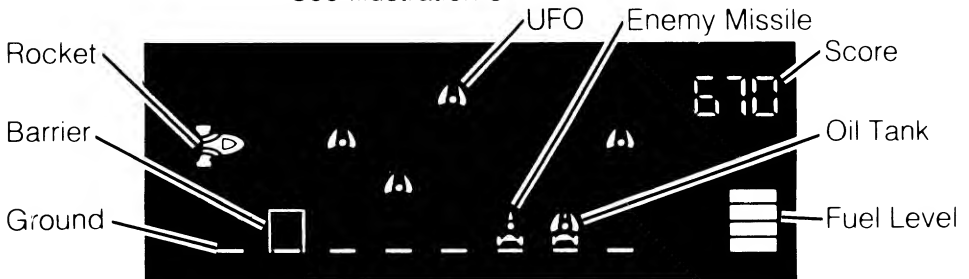


ILLUSTRATION 6

4th-Cave Level:

Avoid Barriers
Destroy Fuel Tanks
and Enemy Missiles
See Illustration 7

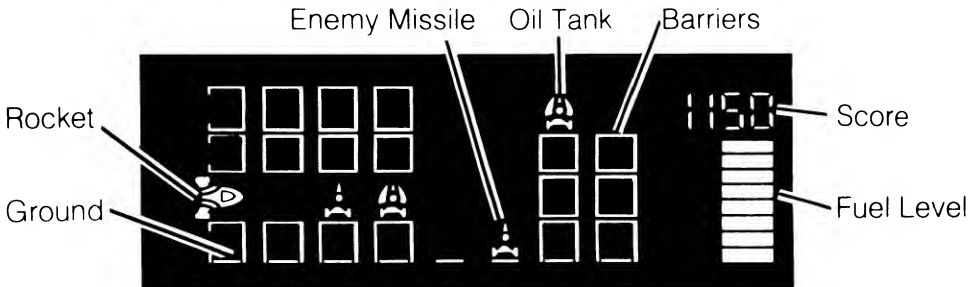


ILLUSTRATION 7

5th-Enemy Space Base: Destroy Barriers
and Fuel Tanks
and The Enemy Space Base
See Illustration 8

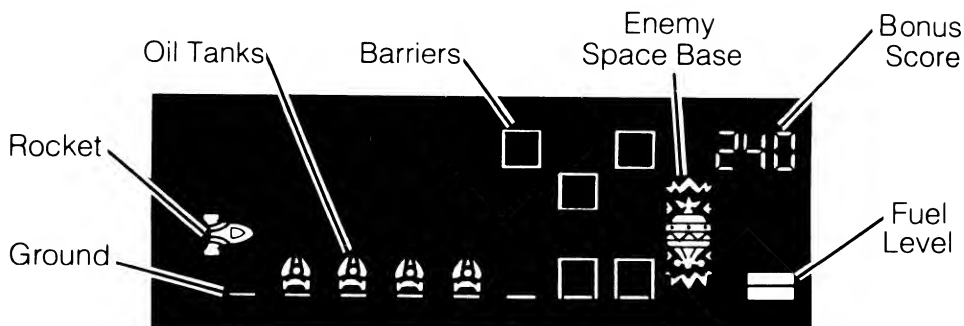


ILLUSTRATION 8

The Enemy Space Base is guarded by three vertical columns of barrier blocks. (4 barrier blocks in each column). You must destroy barriers leaving at least one barrier in each vertical column until an opening is made so that your missile can destroy the Enemy Space Base. See Illustration 8.

If you destroy all barriers in one vertical column all columns move forward and a new vertical column appears in the last column. Once the Enemy Space Base is destroyed your bonus score appears. A new fanfare will sound and the game continues in Level 1 with your rocket refueled. Your progressive score appears and the game continues.

The game continues until you run out of rockets. Your rocket can be destroyed by either crashing into a barrier, being hit by an enemy missile, crashing into a fuel tank, crashing into the ground, being hit by a meteorite or a UFO, or crashing into the ground when you run out of fuel.

SCORING:

Oil tank- 10 points plus extra fuel

Enemy missile- 10 points

UFO- 10 points

Flying Enemy Missile- 20 points

Enemy Space Base- First time: 200 points

Second time: 250 points

Third time: 300 points

Fourth time: 350 points

Fifth time: 400 points

Sixth time: 450 points

Seventh time: 500 points

Eighth time: 550 points

Ninth time: 600 points

The Scramble game will add
20 bonus points for each
remaining fuel level.

After the ninth time the score remains at 600 points plus
each fuel level times 20 points.

You also gain 100 points when you reach the next higher level.

By reaching a high score of 2000 points for amateur skill or 4000 points for Pro skill level you gain an extra rocket.

The highest score that can be recorded by the digital score counter is 1,990 points. After this the digital score automatically returns to "0" and one bar is recorded on the fuel level to indicate each 2000 points and the game continues. Your total score will appear only when the game is over or when you lose a rocket. The highest score possible to achieve is 17,990 points then the score returns to "0".

Example



⇒ 4580 points

1 Fuel Level = 2000 points

TAKING CARE OF YOUR GAME:

Your SCRAMBLE uses a micro-processor so handle it as you would any electronic game.

- Don't expose it to excessive cold or excessive heat; for example, in the glove compartment of a car on a hot, sunny day or near a heater vent.
- Avoid getting it wet or dirty.
- Don't take it apart.
- Don't shake or drop it.
- Turn the game off when not in use and remove batteries if you plan to store the game. Don't leave any dead batteries in your game.

If the batteries become weak the display screen will become dark and show incorrect action.